

Fig. 3

Optimal UI Requirements

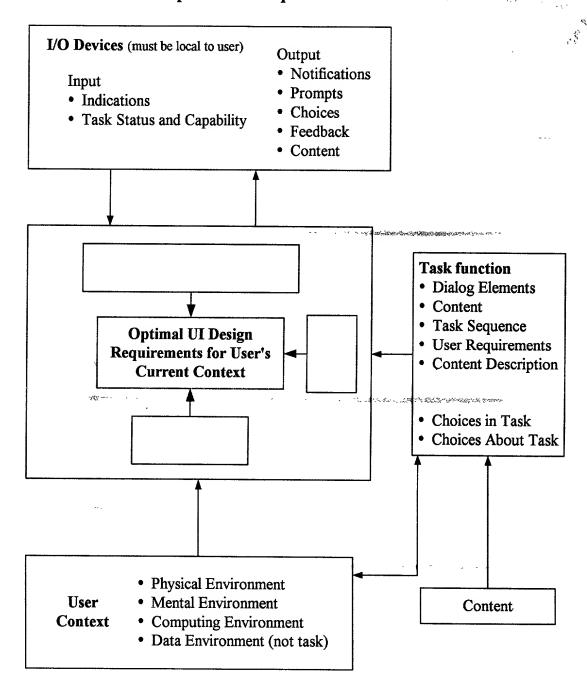
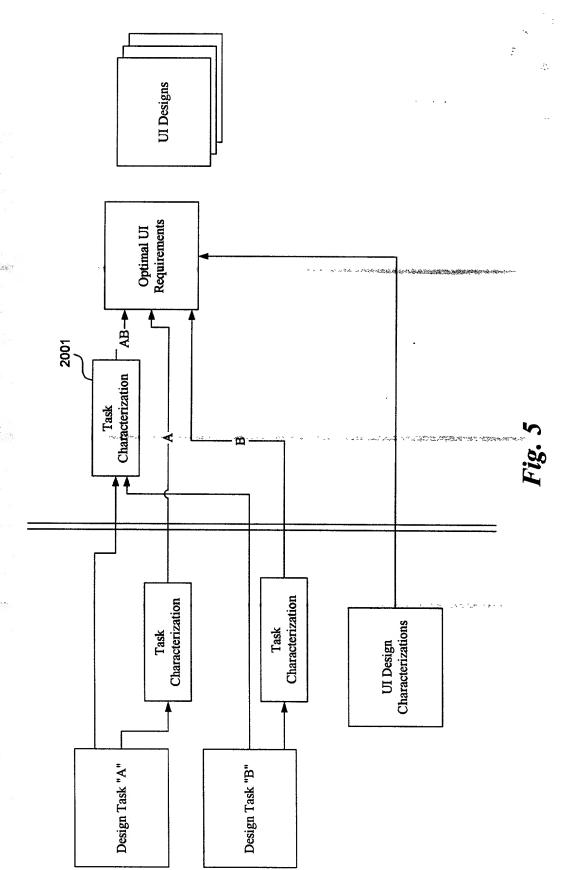
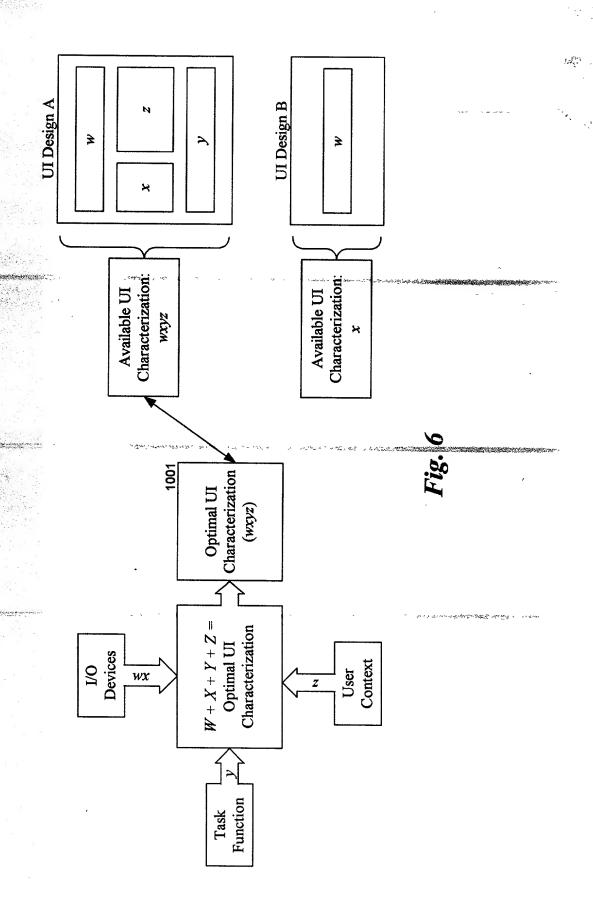


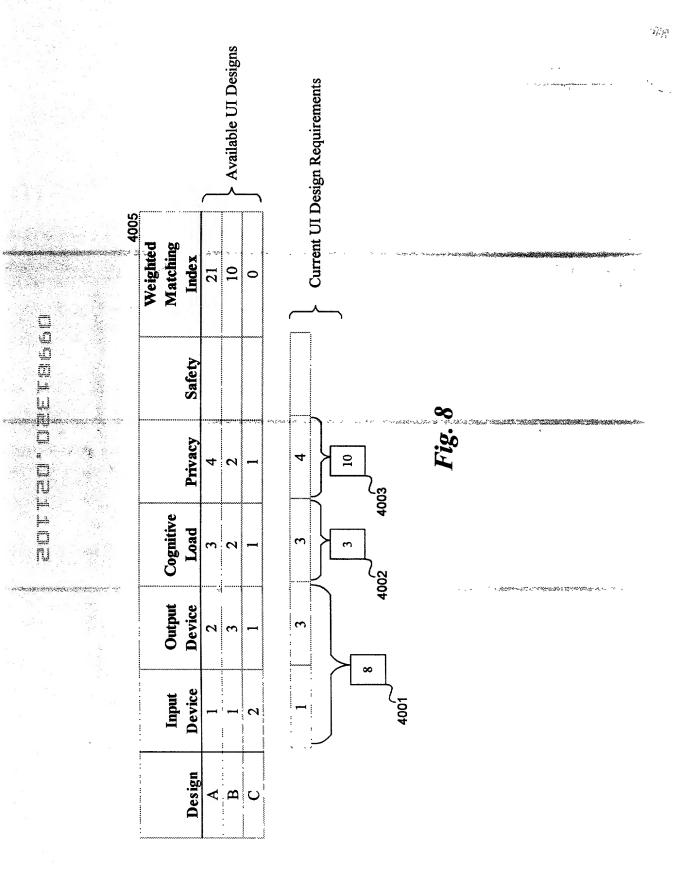
Fig. 4











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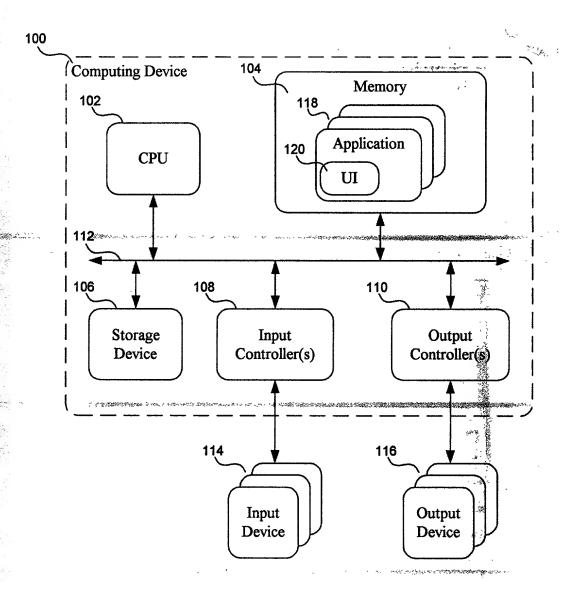


Fig. 11

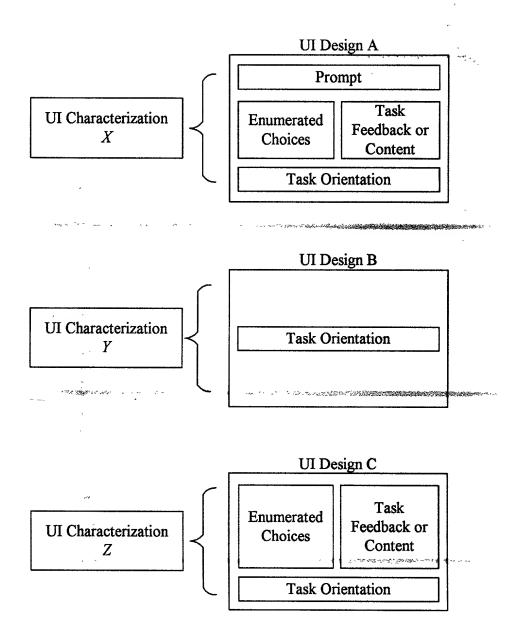


Fig. 12

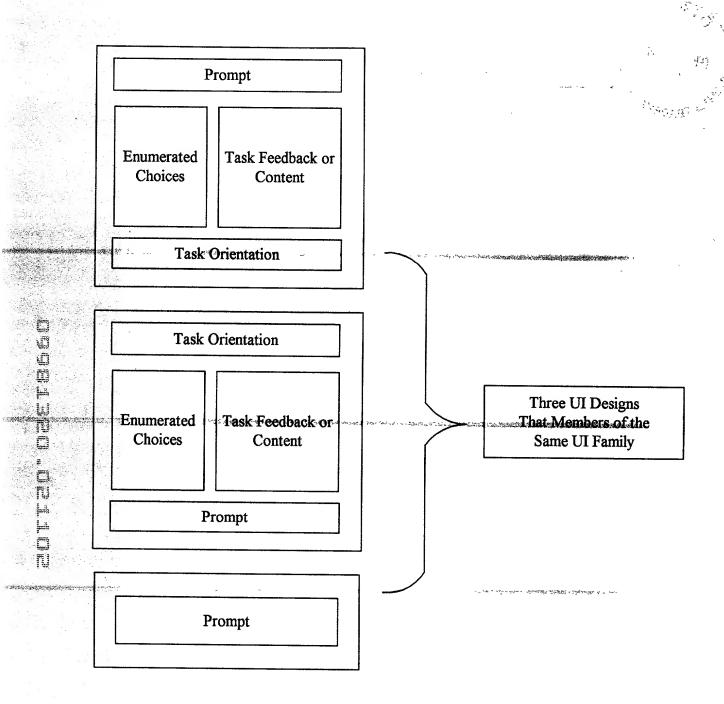


Fig. 13

Basic Structure

General UI assumption. So long as something is specified by the Applet, it's presented by the UIF.

PROMPT(S)

Purpose. The goal plus task Provide minimal user guidance about what to do next at each step (state) of the Applet. Can be audio, video, LCD, etc.

Format. Under UIF's sole control for look, feel, and interaction. Content of the prompt(s) is provided by the Applet. How the prompt is presented (what combo at audio video, LCD, etc) is ultimately derived from the CM.

APPLET WINDOW

Purpose. To clarify or amplify the meaning of a choice or state.

Applet Window

User Choices

Prompt(s)

Format. Currently specified by Applet for control for look, feel, and content; ultimately to be under UIF's sole control for look, feel, and content as specified by Applet.

Purpose. Provide options for user to choose from to complete each step (state) of the Applet.

USER CHOICES

Format. Under UIF's sole control for look, feel, and interaction. Choices in the list are received from the Applet. How the choices are presented (e.g., verbally, visually, etc.) is ultimately derived from the CM.

Bouncing Ball

BOUNCING BALL

Purpose. Present all states (steps) of an Applet at once as a "cheat sheet" of what to do or expect next. For these familiar with the Applet, the bouncing ball guides the user through the Applet at a very high level, with a minimum of prempting.

Format. Under UIF's sole control for look, feel, and interaction. Content of the state label(s) is provided by the Applet. How the states are presented us ultimately derived from the CM.

UIF User Interface Framework
CM Characterization Module
CM Any software developed to
run within the Tangis
(Product) environment

Fig. 14